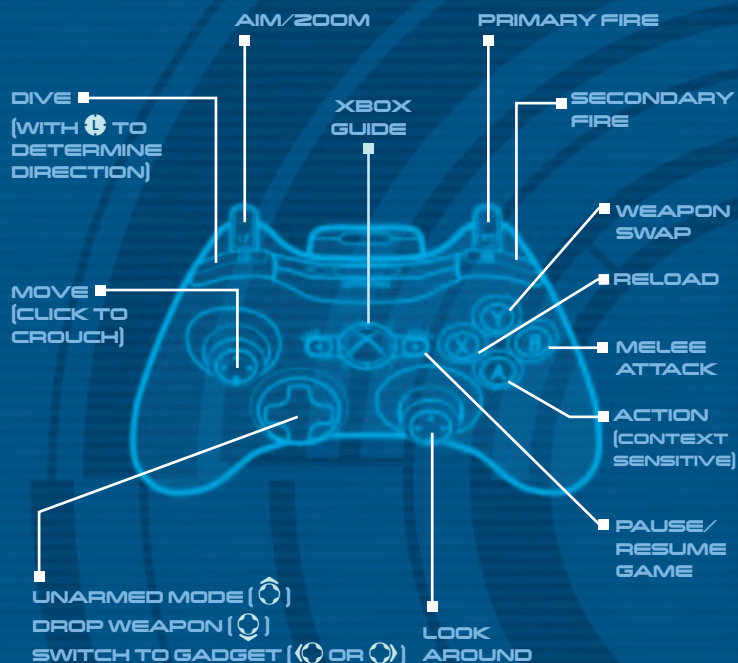




XBOX 360

XBOX
LIVE

TIME FOR ACTION!



A GUIDE TO MODERN COMBAT

2020
EDITION



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YOUR LIFE | OUR HANDS



0905 Part No. X11-50730



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WARNING

Before playing this game, read the Xbox 360 Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support (see inside of back cover).

IMPORTANT HEALTH WARNING ABOUT PLAYING VIDEO GAMES**Photosensitive Seizures**

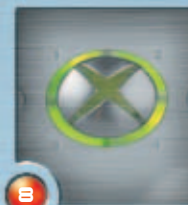
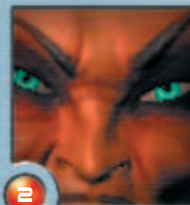
A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

- Sit farther from the television screen.
- Use a smaller television screen.
- Play in a well-lit room.
- Do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.



- | | |
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WELCOME TO MY WORLD!

Let me begin by saying that you have made a wise choice in adopting our cutting-edge home version of the legendary DeathMatch software. Though there are many pretenders in the world, none has—or will—come close to threatening the market share or enduring popularity of the phenomenon that is DeathMatch, and certainly dataDyne is the only company capable of replicating the technology in a form deemed suitable for private and personal use.

Thanks to our ingenuity, now you too can aspire to the great feats of athleticism, stamina and nerve displayed by some of the world's top DeathMatch combatants. Maybe one day you will even join them out there on the international stage, adored by millions, competing for glory and the simple visceral thrill of the takedown.

I am confident that, in the days ahead, our DeathMatch software will record many glorious victories on your behalf, and I hope that from this domination you derive great wisdom and even greater ambitions.

Thank you for choosing dataDyne.
Your decision pleases me.



- Zhang Li, dataDyne CEO

GETTING STARTED

When you first venture into the game world, you will be asked to create a profile. Your profile keeps track of your progress in the game and records details of your scores, settings and game achievements. Progress is automatically saved to your profile after each level and also when you achieve something new or change your settings.

You only have to create a profile once. It will then be loaded automatically every time you play.

MAIN MENU

The following options are available from the **Main Menu**.

1 MISSIONS

Run the full gauntlet of story-based missions in either **Solo Agent** or **Co-Operative** mode.

2 COMBAT ARENA

Set up a multiplayer game (split-screen play, System Link or Xbox Live®). See the Combat Arena section for full details.

3 OPTIONS

Optimize your control setup, change the default multiplayer character and edit audio/video options.



MISSION MODE

You can tackle the missions as a single player in **Solo Agent** mode or with a friend in **Co-Operative** mode. The **Leaderboards** option connects to Xbox Live and compares your performance in the mission modes with those of other players across the world in the online rankings.

STARTING A SOLO MISSION

Select **Missions** from the **Main Menu**, then select **Solo Agent** from the **Mission Mode** screen. The **Mission Select** menu follows. At this point, you must decide on a specific mission to take (new players always start with the Datacore mission), followed by the level of **Mission Difficulty**. You may only select a difficulty level equal to or lower than that of the previous mission.

Watch the **Mission Briefing** (or press **A** to skip), and then proceed to the **Mission Summary**.

From here you can begin the mission immediately or preface it with a visit to the **Armory**, should you want to customize your arsenal of weapons and gadgets.

STARTING A CO-OP MISSION

Select **Missions** from the **Main Menu**, and then select **Co-Operative** from the **Mission Mode** screen.

The next step is to choose how you want to work with your fellow operative. Opt for **Local** (split screen on a single Xbox 360™ console) or **System Link** (local area network) play, and you'll continue to **Mission Select** and subsequent screens as described in **Starting a Solo Mission**. The player who initiates the game decides the level and difficulty.

Select **Xbox Live**, and you'll use the Xbox Live online multiplayer functionality to find a suitable teammate before continuing to the **Mission Select** screen.

ARMORY & WEAPON SLOTS

The **Armory** can only be accessed before a mission begins. Your default firearm is the P9P, but you can also opt to use weaponry brought back from previous missions.

Four slots are available for carrying weapons, but this doesn't necessarily allow room for four separate items. For example, pistols take up a single slot while Sniper Rifles and Rocket Launchers are bulky enough to take up three apiece. Weapon slot rules apply to both **Solo Agent** and **Combat Arena** play.

1 SLOT

P9P | Magsec | Magnum | Psychosis Gun | Viblade
Falcon | Hawk | Grenade | Flashbang | Multimine

2 SLOTS

CMP 150 | Combat Shield | FAC-16
UGL | Laptop | RCP-90 | KSI-74
DEF-12 | SuperDragon | DW-P5

3 SLOTS

M60 | Plasma Rifle
Shockwave | Jackal
Rocket Launcher

1

2

3

4

You can also carry one gadget into a mission, which can be changed by visiting the **Armory**. Each gadget is context sensitive, features its own unique minigame and, depending on your initial choice, may well affect the routes and options open to you.

Defensively, body armor found during a mission will not affect your available weapon slots. Armor is indicated by a white outline around your health bar and reduces damage inflicted by enemy fire (with the obvious exception of armor-piercing rounds). Armored enemies within **Solo Agent** missions will be able to take more shots in the protected area. In **Combat Arena**, the effects of any type of armor are unified across the whole body.

SCREEN LAYOUT

- HEALTH BAR** Reduced when damage is taken. Shock damage from falls, gas, fires and some melee attacks will gradually be recovered. A white outline around the bar denotes armor.
- AMMO BAR** Represents ammunition held for your equipped weapon, both in the current clip and in total. To avoid being caught short in a firefight, manual reloading is something that should be done early and often.
- WEAPON SWAP** Appears when you swap between weapons in your inventory, and when you try to pick up a new weapon with insufficient free slots. In this case, the new weapon and the one to be dropped in its place are both displayed.
- ACTION INDICATOR** Shown when the environment allows a context-sensitive action. The button is always the same, the action differs depending on circumstances (opening a door, climbing a ladder, taking cover and so on).

RADAR

Applicable to Combat Arena only, except where a Solo agent carries a weapon with built-in radar. Each green blip indicates an ally, red denotes an enemy (appearing only when unsilenced weapons are fired). Triangular blips indicate enemies located on a higher or lower level.

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Of course you've seen and heard it all before. A digital assistant that will take care of all your day-to-day hassles and organize your life. But this time we really mean it! Your d-PAL will store more information than you'll ever accumulate in a hundred years and never drop a video link whether you're in the Mexican jungle or just at Mother's for lunch. All in a flexible card just .5mm thick. Life will never be the same.

- High resolution plasmaFlex screen
- Retinal neuroLink filament security system*
- PIMcom 2017 operating system with hiPad access or optional vocal link command
- Worldwide communications access with lowDrop video degradation**
- 3Tb on-card storage with central upload capability
- Online digital assistant help

*requires surgery at your local dataDyne facility

**requires optional bunnyLink earset





Default controls shown. To change your control method, select **Options** from the **Main Menu**.



XBOX GUIDE

Preferences established in the Xbox Guide may override individual game settings. If changes made through the Options menu do not take effect, check that there is no conflict with your Xbox Guide settings.

- AIM/ZOOM**
- DIVE (WITH TO DETERMINE DIRECTION)**

- MOVE (CLICK TO CROUCH)**

- UNARMED MODE []**
- DROP WEAPON []**
- SWITCH TO GADGET [OR]**



LOOK AROUND



PRIMARY FIRE



SECONDARY FIRE



WEAPON SWAP



RELOAD



MELEE ATTACK



ACTION (CONTEXT SENSITIVE)



PAUSE/RESUME GAME

JACK DARK

DOB: 04/28/1969 BLOOD TYPE: A



96640-1

Description: Following stints in the Marines and law enforcement, Jack Dark left the force under murky circumstances and set up a smalltime bounty-hunting operation to cover the rent. While curt, abrasive and domineering, Dark also has plenty of experience and the unflappable dependability essential in a good leader.

JOANNA DARK

DOB: 03/20/2000 BLOOD TYPE: O



10035-2

Description: Daughter of Jack Dark and a promising bounty hunter in training, Joanna Dark is keen, athletic, naturally sharp-witted and resourceful. However, she has yet to fully master her emotions and the mile-wide reckless streak they often trigger. Her father's overprotective nature also causes friction.

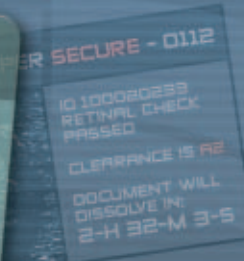
CHANDRA

DOB: 11/21/1998 BLOOD TYPE: AB



01192-8

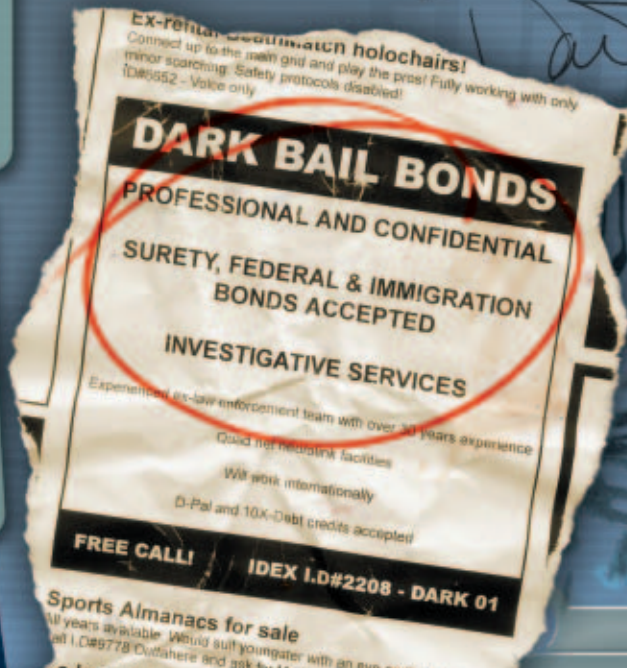
Description: The mysterious Chandra completes the Dark Bail Bonds trio. Jack Dark first encountered the young hacker during his time on the Detroit police force, where they became unlikely allies; Chandra joined DBB upon its inception and has played the crucial role of Mission Coordinator from day one.



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**INTERNAL MEMO
CONFIDENTIAL**

We've been keeping tabs on these guys for a while now, but it might be prudent for you to read up on their DataTags. They've been close to uncovering some of our "special projects" recently, and there's no way I'm going to lose big bonuses to some two-bit bounty hunters. If you want any more information, I can schedule a holo-conference. d-PAL me next time you're in town, eh? There's something big brewing around here, and you may want to be in on it.



TACTICAL MOVES

Agents should always make best use of their surroundings to get the upper hand. Good tactics include using the environment to gain the advantage in a firefight.



TAKING COVER

The **Action Indicator** appears on-screen when you approach objects and environmental features that can be used for cover. Press **A** to take cover. Use **L1** to look and aim around pillars (if applicable), and **RT** to fire. Press **A** again when you're ready to break cover.

The exact control procedure for taking and breaking cover can be changed by accessing the **Control Options** subsection of the **Main Menu**.

DODGING

Use **L1** together with **LB** to perform combat dives and rolls. Enemies will find it much harder to get a bead on you if you're in constant motion. However, any shots that do hit home during a dive or roll will cause you more damage than usual.

AIM MODE

When more precise aiming is needed, hold down **LT** as you move around. This activates **Aim mode**, making targeting easier at the expense of full movement speed.

A scope is also employed if one is fitted to your current weapon. In this case, a greater level of zoom becomes available depending on the pressure applied to **LT** (press down fully for maximum zoom).

DUAL WIELDING

Some weapons, largely pistols and sub-machine guns, offer a dual wield capability if you acquire a matched pair. However, the added power of dual wielding is balanced by the loss of the **Aim** function, as **LT** now fires the left-hand weapon instead.

Grenades and the combat shield can also be wielded alongside a pistol or SMG (although this disables secondary functions); simply cycle through your weapons until you reach them.

PICKING UP WEAPONS

If you come across a desirable weapon, simply walk over it to acquire it. Weapons identical to those you already have are automatically stripped of their ammo.

If you don't have enough free slots to carry the new weapon, you can make an exchange. Stand within reach of the fallen weapon, then press **Y** to drop your current firearm and equip the new one.


DROPPING WEAPONS

Dropping a weapon usually occurs automatically when exchanging one firearm for another, but you can also discard one manually at any time by pressing **Q**. This is useful for bestowing a weapon on an unarmed and struggling teammate.


CONCEALING WEAPONS

You can choose to put away your weapon and go unarmed at any time, which sometimes makes more sense than brandishing a gun at anything that moves. What you carry also affects your movement speed. Press **Q** to conceal a weapon.


DISARMING

While unarmed (press ) , press **RB** to make a grab for an opponent's weapon. You must be positioned in front of an enemy (and have enough free weapon slots) for your disarm attempt to stand any chance of success.

CONVERSATION

Should you come across an obviously unarmed character during a mission, you may be best served by concealing your weapon and using the art of conversation to make progress. If your target's willing to talk, three options are available—bluff, threaten and charm (selected by  directions). The standard rule is that you should bluff people who appear confused, threaten those who strike you as nervous and charm anyone who seems friendly. Successful interaction can only help your mission, while failure will almost certainly hinder it.

TAUNTS

During crucial battles, you may find that your opponents like to taunt you as they fight. You can turn this situation around and gain a temporary advantage by issuing a razor-sharp comeback. Following an enemy taunt, a  direction will appear on-screen; press the correct direction quickly to retort, distracting or angering the enemy and providing an opportunity to deal some damage.


CONTROLLED FALLS

You can drop from single-story heights with relative safety. The impact of landing will temporarily compromise your movement speed and incur minor shock damage, though this is quickly recovered. Falling from greater heights is a far more perilous exercise: don't say we didn't warn you.

TURRETS

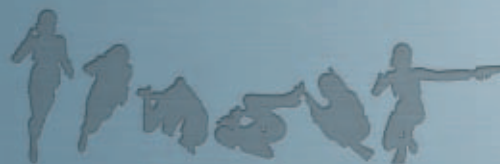
Turrets with heavy mounted weapons can be found at various points, both on land and on vehicles, such as the hovercraft. Turret-mounted weapons can be stolen or interchanged, though their main advantages—unlimited ammo and no reload time—apply only for as long as they remain mounted.

CLIMBING LADDERS

The **Action Indicator** will appear on-screen when you approach a ladder. Press **A** to shoulder any weapons you may be carrying and get your foot on the rungs, and then tilt  up or down to ascend or descend. Press and hold **A** to quickly slide down the ladder.

ZIPLINES

The **Action Indicator** also appears when you walk beneath ziplines. Press **A** to use the zipline; you will let go and drop to the ground automatically when you reach the end.



To access secondary functions, press and release **RB**.

To access tertiary functions, hold down **RB** and press **LT**.

PISTOLS

PPP (DUAL WIELD)

CAPACITY: 9 ROUNDS
SECONDARY FUNCTION: SILENCER
TERTIARY FUNCTION: FLASHLIGHT

Highly customizable with scope fitted as standard. Secondary function attaches a silencer for stealth kills, while the tertiary function switches on a flashlight for use in low light conditions.



FALCON (DUAL WIELD)

CAPACITY: 18 ROUNDS
SECONDARY FUNCTION: FIRECRACKER

A relatively underpowered but accurate weapon, favored by professionals for its high rate of fire. Secondary function allows a full clip to be thrown down, firing each round in sequence to distract enemies.



MAGNUM (DUAL WIELD)

CAPACITY: 6 ROUNDS
SECONDARY FUNCTION: DECOY FIRE

One for those who appreciate true stopping power, this intimidating six-shooter can teach a painful lesson in muzzle velocity. Secondary function fires a silenced decoy shot with delayed detonation.



MAGSECH (DUAL WIELD)

CAPACITY: 9 ROUNDS
SECONDARY FUNCTION: REBOUND FIRE

State-of-the-art military pistol ideal for engaging targets at a distance. Secondary function magnetizes the rounds, exaggerating ricochet and allowing skilled users to effectively fire around corners.



PSYCHOSIS GUN (DUAL WIELD)

CAPACITY: 6 ROUNDS
SECONDARY FUNCTION: PSYCHOSIS

Compact tranquilizer pistol used by bail enforcement agents. Adapted to fire a concentrated dose which negates the target's distinction between friends and enemies, resulting in serious collateral damage.



HEAVY WEAPONS

M80

CAPACITY: 80 ROUNDS
SECONDARY FUNCTION: CALTROP
(USES 3 ROUNDS)

This belt-fed beauty lays down a field of suppressive fire that renders its inaccuracy negligible. Secondary function dispenses caltrops to slow down personnel and stop most vehicles in their tracks.



PLASMA FIRE

CAPACITY: 40 SHOTS
SECONDARY FUNCTION: CLOAK

Fires explosive bolts of super-heated plasma. Secondary function diverts energy to cloak the firer. A self-recharging power core provides limitless ammunition but the charge is quickly exhausted, especially by cloaking (moving while cloaked drains power faster still).



ROCKET LAUNCHER

CAPACITY: 4 ROCKETS
SECONDARY FUNCTION: FLY-BY-WIRE

Destructive enough with a standard warhead, but the secondary function enables fly-by-wire rockets that can be guided straight to their destination from the flip-out target finder—provided they strike before running out of fuel.



SUB-MACHINE GUNS

DW-P5

CAPACITY: 24 ROUNDS
SECONDARY FUNCTION: SILENCER
TERTIARY FUNCTION: FLASHLIGHT

The DW-P5 comes with a built-in scope and is easily modified. Secondary function attaches a silencer for recon missions, while the tertiary function switches on a flashlight for use in low light conditions.



UCL LIBERATOR (DUAL WIELD)

CAPACITY: 24 ROUNDS
SECONDARY FUNCTION: BOOBY TRAP

Powerful but inaccurate weapon favored by the "spray and pray" school. Secondary function throws down the weapon, activating an internal explosive device that detonates when its perimeter is broken.



CMP-50 (DUAL WIELD)

CAPACITY: 24 ROUNDS
SECONDARY FUNCTION: HOLOGRAM

Accurate and fast-firing, the CMP can absolutely shred enemies at close range. Secondary function activates an advanced built-in hologram projector to lure and confuse enemies.



RCP-90

CAPACITY: 40 ROUNDS
SECONDARY FUNCTION: THREAT DETECTOR
TERTIARY FUNCTION: REPROGRAM

Boasts a stunning rate of fire, plus invaluable additional functions. Secondary function pinpoints and enhances enemy threats; tertiary function reprograms electronic hazards (aim and press **A**) such as sentry guns, mines and security cameras.



ASSAULT RIFLES

KS-H74

CAPACITY: 30 ROUNDS / 1 BAYONET
SECONDARY FUNCTION: BAYONET SHOT

A rugged and powerful assault rifle, highly effective when fired in short bursts. Secondary function employs a bayonet for silent takedowns.



FAC-16

CAPACITY: 30 ROUNDS / 2 SHOT GRENADES
SECONDARY FUNCTION: GRENADE
TERTIARY FUNCTION: SILENCER

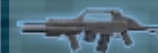
A precise and adaptable military rifle with standard-issue scope. Secondary function grenades detonate on impact with any surface, while the tertiary function affixes a silencer for stealth kills.



SLF-HDRAGON

CAPACITY: 20 ROUNDS / 6 SHOT GRENADES
SECONDARY FUNCTION: BOUNCE GRENADES
TERTIARY FUNCTION: NIGHTVISION

A versatile infantry weapon with built-in scope. Secondary function switches to the underslung grenade launcher which, with practice, can be used to bounce grenades off walls and ceilings to devastating effect.



LAPTOP

CAPACITY: 30 ROUNDS
SECONDARY FUNCTION: SENTRY GUN

Compact and deadly, with a fearsome rate of fire. Secondary function transforms it into an autonomous sentry gun, making it ideal for covert agents who need a laptop PC in the field. Runs Windows® 2020.



CLOSE COMBAT

VIBRAK

MAXIMUM SLASH RADIUS: 2 METERS
SECONDARY FUNCTION: DEFLECT

A resonating-edge blade of unknown origin and a chilling weapon in trained hands. Secondary function throws up an impenetrable wall capable of deflecting bullets right back at the aggressor.



DIS-12 SHOTGUN

CAPACITY: 6 ROUNDS
SECONDARY FUNCTION: RADAR SWEEP
TERTIARY FUNCTION: MIMIC

Hard-hitting weapon of choice for tight urban environments. Standard electronics protect the carrier and nearby allies from enemy radar sweeps. Secondary function highlights all local targets but also exposes the carrier; tertiary mode tricks enemy radar into registering you as an ally.



COMBAT SHIELD (DUAL WIELD)

POLYCARBONATE THICKNESS: 0.250"

Guarantees 100 percent safety from melee attacks and limited protection from small-arms fire. Hold **LT** to raise it to head height. Clear panels allow combat awareness to be maintained when equipped alongside a weapon.



THROWN

FRAG GRENADE (DUAL WIELD)

BLAST RADIUS: 5 METERS
SECONDARY FUNCTION: DUAL WIELD

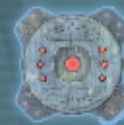
High-explosive fragmentation device with a four-second fuse, which becomes an impact grenade if held until the timer reaches zero. Secondary function allows grenades to be carried alongside a dual wield pistol or SMG.



MULTIMINE

BLAST RADIUS: 2 METERS
SECONDARY FUNCTION: REMOTE CONTROL

A powerful deterrent to pursuers. Can be deployed as a proximity mine to detonate when enemies approach. Secondary function can be used to lay lethal trails of mines that explode when triggered.



HAWK

CHANCE OF SURVIVAL (UNARMORED): NONE
SECONDARY FUNCTION: SHRAPNEL SHIELD

An experimental oddity with a tungsten alloy blade (use **LT** to lock on to enemies). The Hawk uses miniaturized anti-gravity to extend flight time and power its secondary function, a force field that defends against grenades and rockets.



FLASHBANE (DUAL WIELD)

EFFECTIVE RADIUS: 50 METERS
SECONDARY FUNCTION: DUAL WIELD

Explodes with a blinding light and deafening noise to disorient enemies, allowing for quick follow-up attacks. Effects are indiscriminate, so be sure to look away. Secondary function allows dual wielding alongside a pistol or SMG.



SNIPER

JACKAL

CAPACITY: SINGLE SHOT
SECONDARY FUNCTION: EMP MARKER

A world-class sniper rifle with cornea tracking zoom, the Jackal chambers a single large caliber round with momentous stopping power. Secondary function scrambles enemy radar (and other electronics) while clearly highlighting the target's position on all nearby radar.



SHOCKWAVE

CAPACITY: 30 SHOTS
SECONDARY FUNCTION: X-RAY

A classified experimental weapon, the Shockwave's stream of highly-charged particles can blast adversaries clean off their feet. Its built-in scope complements the secondary function, which allows foes to be seen through walls. Prone to overheating.



GADGETS

While other gadgets may become available at various points—such as the Revive Kit (used to resuscitate fallen allies in Co-Op and DarkOps), CamSpy (remote drone with tracker or explosive payload) and Audioscope (recon tech with voice analyzer)—the following three will provide the most overall use.

The success rate of each depends on your skill at clearing its security procedure, known as the initiator. Press **Y** to abandon an initiator sequence at any time.

DATADISK

The essential tool for hacking computer terminals and electronically activated doors. High-tech superspies don't leave home without it.



Initiator: Clear all rings of Intrusion Countermeasure Electronics (ICE), represented as blue blocks, by pressing **A** as the cursor passes over them. Hitting one red or two white blocks will push you back a ring.

LOCKPICK

A quirky lock-pick for those doors still made in the old-fashioned style. No spring or tumbler is a match for this mechanical marvel.



Initiator: Use **1** to find the "sweet spot" of each pin. The controller rumbles (if enabled), and the center circle changes color, then shrinks, to indicate progress. A green indicator marks a completed pin.

DEMO KIT

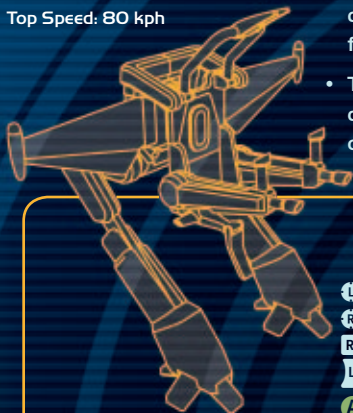
Found a wall that needs blowing open? Leave any semblance of subtlety at the door, and take this explosive accessory instead.



Initiator: Join the two contacts by rotating squares to form a complete circuit. Use **1** to select a piece and **A** to rotate it. Each square changes color as the charge travels through it.

JETPAC

Top Speed: 80 kph



- State-of-the-art personal flight device (PFD) with walk mode fitted as standard
- Twin machine guns and hover capability for firing in place or on the go



- Accelerate, brake, strafe left/right
- Turn left/right, look up/down
- Take off/land (when near ground)
- Rise (release to fall, hold to hover)
- Mount/dismount

NOW AVAILABLE FROM DATADYNE
PERSONAL TECHNOLOGIES!

HOVERCRAFT

Top Speed: 100 kph



- Accelerate, brake, strafe left/right
- Rotate left/right
- Mount/dismount



- Pilot and gunner positions with passenger room at sides (pilot's responsibility)
- Turret for three interchangeable heavy weapons: M60, Plasma Rifle or Rocket Launcher

COMBAT ARENA

Multiplayer battles in the Combat Arena fall under two general banners: **DeathMatch** and **DarkOps**. Entrance to either of these modes is gained by selecting **Combat Arena** from the **Main Menu**.

When this option is activated, you must choose an appropriate connection mode. There are three types: **Local**, **System Link** and **Xbox Live**.

LOCAL

Compete on a single machine, either solo vs. bots or in split-screen play with up to three other players (battling against each other or bots).

SYSTEM LINK

Play against other machines on a local area network. Four-way split-screen play is also possible here.

XBOX LIVE

Play anyone and everyone, anytime, anywhere on Xbox Live. Build your profile (your gamer card). Chat with your friends. Download content at Xbox Live Marketplace. Send and receive voice and video messages. Get connected, and join the revolution.

CONNECTING


Before you can use Xbox Live, connect your Xbox console to a high-speed Internet connection and sign up to become an Xbox Live member. For more information about connecting, and to determine whether Xbox Live is available in your region, go to www.xbox.com/live.

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide the games young players can access based on the content rating. For more information, go to www.xbox.com/familysettings.

COMBAT ARENA

SPLIT SCREEN

To bring another player into the game, press  on a spare controller. Up to four players can engage in split-screen play. Players are given a default profile but are also able to select a guest profile from the **Xbox Guide** if preferred.

RANKED VS. UNRANKED

Lifetime stats are only tracked in ranked games, which have fewer setup options open to change. In unranked games, any setup can be played.

LEADERBOARDS

This option allows you to compare your performance and your hard-earned stats against those of other sharpshooters worldwide. Don't worry if there always seems to be someone better than you, as enough training can make anyone a world-class combatant.

TEAMS

Each team is represented by characters taken from the single-player game and grouped into identities. The game owner chooses which two teams will play against each other. Teams cannot have the same identity.

QUICK MATCH & CUSTOM MATCH

QUICK DEATHMATCH

This is the fastest and least complicated method of reaching a **DeathMatch** lobby. The route to the lobby is based on several criteria, including connection speed.

QUICK DARKOPS

Similar to the **Quick DeathMatch** option, this offers quick and easy access to a **DarkOps** lobby.

CUSTOM MATCH

Using **Custom Match** returns a list of potential lobbies, which can be manually browsed and selected. The search can be narrowed by changing any of the options on the **Custom Match** search page.



DEATHMATCH

DeathMatch is a creation of dataDyne Corp. Players compete in virtual arenas using any of several different groups of weapons. The mainstream game has swept around the globe, and the top-ranked DeathMatch players are feted as celebrities. Away from the rigid structure of the ranked matches, anything goes; some players even spice up the gameplay with bots...

KILLCOUNT

A free-for-all match. The winner is the player who racks up the most kills.

TEAM KILLCOUNT

A team-only match. The winning team is the one that achieves the most collective kills.

CAPTURE THE FLAG

A team-only match. Each team tries to grab the flag from the enemy base and return with it to their own base, thereby capturing it. The team with the most successful captures is declared the winner.

TERRITORIAL GAINS

A team-only match. Teams try to capture several neutral hills and retain control of them until they generate points. The team that seizes and holds the most territories is the winner.

DARKOPS

DarkOps is a round-based multiplayer game. It is a slower-paced and more tactical game than DeathMatch. Each round, players must buy weapons from their personal stock of cash, earned through killing the enemy and achieving scenario objectives.

ERADICATION

A team-only game. The last team with any members left alive wins.

ONSLAUGHT

A team-only game. One team defends a base, gets one life each and can buy weapons as normal. All other teams have only basic weapons but infinite lives. The team that stays alive longest while defending the base wins.

INFECTION

A free-for-all game. There are two factions of players: infected and uninfected. Most players start off uninfected. After a player dies, he/she becomes a member of the infected. If the uninfected stay alive until the end of the match, they are the only players to get points. If the infected wipe them out, they are the only ones to score. The player with the most points is the overall winner.

SABOTAGE

A team-only game. Targeted destruction—the team that ultimately causes the most damage to the other team's property wins.

CUSTOMIZATION

BASIC

The basic options for game customization encompass such factors as weapon sets, level variants and game duration. The permitted limits are different for ranked and unranked games, with ranked games being more restrictive.

When customizing the game setup, bear in mind that the defaults vary from level to level for a reason—they have been set up to offer the sharpest and most satisfying combat experience possible. Defaults can still be altered by any player with a specific scenario in mind (or a simple old-fashioned curious streak). But remember, one particular setting will not necessarily provide the same experience on each level.

ADVANCED

Advanced settings are more likely to apply to unranked games.

They offer combatants the ability to specify at which base a team spawns, whether bots are involved in play, the disabling of certain vehicles, the accessibility of cheap and/or controversial weapons plus the amount of money each player is given to buy them (DarkOps only), and so on.

When you have some familiarity with **Combat Arena**, these options allow you the freedom to tailor the full battlefield experience to your own personal tastes, however humble or demanding.

ENDNOTE

The time for education has passed. Mental preparation can only take you so far. The phenomenon that is DeathMatch cannot be fully encapsulated by mere words—it must be experienced. Your physical training begins the minute you close this handbook and step into our game world. Thank you for choosing dataDyne.

dataDyne

Your life | Our hands

SMART PAPER SECURE - 0113

PERFECT DARK ZERO TEAM

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Lead Software Engineer
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Lead Animation
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Technical support is available 7 days a week including holidays.

- In the U.S. or Canada, call 1-800-4MY-XBOX. TTY users: 1-866-740-XBOX.
- In Mexico, call 001-866-745-83-12. TTY users: 001-866-251-26-21.
- In Colombia, call 01-800-912-1830.

For more information, visit us on the Web at www.xbox.com.

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Read the book Perfect Dark: Initial Vector by Greg Rucka, in bookstores now.



www.something.com. Soundtrack available on Sumthing Distribution.

Voice recording by Outsource Media Ltd.

Music written and performed by Dave Clynick. Produced and mixed by Andy Gray and Dave Clynick at Strongroom Studios, London. Engineered by Andy Gray. Additional Pro Tools editing and refreshments Ian Dowling. Music mastered by Tim Young at Metropolis, London.

"Glitter Girl" "Evil Side" and "Pearl Necklace" performed by MorissonPoe, words by Jean Morisson, Music by MorissonPoe, courtesy of Ethology / Sidecar Records. Copyright 2005 In Delirium Publishing. All rights reserved. Used by permission.

"Limelight" performed by Kepi and Kat, written by Jeff Steinmetz and Katrina Steinmetz, Urge Productions. www.urgeproductions.com All rights reserved. Used by Permission.

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www.perfectdarkzero.com